

*Blind*  
This is a continuation of U.S. Patent Application No. 08/623,610, filed

March 29, 1996, which is now U.S. Patent No. 6,240,555.--

**IN THE CLAIMS**

Claims 56-74 are pending.

Claims 58-60, and 68-74 are withdrawn from consideration in response to a restriction requirement with traverse.

Claims 56-57, and 61-67 are elected for prosecution in response to a restriction requirement.

Claims 61-67 are amended without prejudice as follows:

**CLEAN VERSION OF PENDING CLAIMS UNDER 37 CFR §1.121(c)(3)**

Claims 56-74, now pending, are submitted below in accordance with 37 CFR §1.121(c)(3), which presents a clean version of the entire set of pending claims.

*SUBD*  
56. A viewer computing unit for receiving and displaying continuous video content programs, comprising:

a memory;

a processor programmed to determine whether the video content programs are interactive;

a tuner to tune to channels carrying the video content programs; and

an Internet browser stored in the memory, the Internet browser being dynamically loadable for execution on the processor when the tuner is tuned to a channel carrying a video content program that is interactive.

57. A viewer computing unit as recited in claim 56, and further comprising:

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1 an electronic programming guide (EPG) stored in the memory and  
2 executable on the processor to organize programming information, the EPG  
3 associating a target specification to a target resource with a video content program;  
4 and  
5 the Internet browser activating the target resource when the tuner is tuned  
6 to the video content program.

8 58. A method for presenting an interactive program, comprising the  
9 following steps:

10 receiving a program as a continuous stream of video data;  
11 receiving digital data for supporting interactive functionality in relation to  
12 the program;  
13 displaying the program within a program boundary on a visual display  
14 screen;  
15 presenting supplemental content from the digital data in a presentation  
16 format on the visual display screen which enables the interactive functionality;  
17 dynamically controlling location and shape of the program boundary and  
18 the presentation format of the supplemental content relative to the program  
19 boundary on the visual display screen; and  
20 presenting the supplemental content outside of the program boundary.

59. A method for presenting an interactive program, comprising the following steps:

receiving a program from a first source as a continuous stream of video data;

receiving digital data from a second source that is different than the first source for supporting interactive functionality in relation to the program;

displaying the program within a program boundary on a visual display screen;

presenting supplemental content from the digital data in a presentation format on the visual display screen which enables the interactive functionality; and

synchronizing presentation of the supplemental content to corresponding points in the program.

60. A computer programmed to perform the following steps:

receiving a program from a first source as a continuous stream of video data;

receiving digital data from a second source that is different than the first source for supporting interactive functionality in relation to the program;

displaying the program within a program boundary on a visual display screen;

presenting supplemental content from the digital data in a presentation format on the visual display screen which enables the interactive functionality; and

dynamically controlling location and shape of the program boundary and the presentation format of the supplemental content relative to the program boundary on the visual display screen.

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2 61. (Amended) A computer-implemented method for activating interactive  
3 supplemental content for a video content program upon tuning to a channel  
4 carrying the program, comprising the following steps:

5 determining if the program is interactive compatible, where an interactive  
6 compatible program is associated with target resources containing data which  
7 supports interactive functionality in conjunction with the program, the target  
8 resources being located by corresponding target specifications; and

9 in an event that the program is interactive compatible, retrieving a target  
10 specification associated with the program and dynamically launching an Internet  
11 browser to activate the target resource in support of interactive functionality for  
12 the[ associated] program.

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14 62. (Amended) A computer-implemented method as recited in claim 61,  
15 wherein the target specifications are correlated with the program in a program  
16 listing, and further comprising the following steps:

17 checking the program listing to ascertain whether the program is interactive  
18 compatible; and

19 determining that the program is interactive compatible by presence of a  
20 target specification being associated with the program in the program listing.

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22 63. A computer programmed to perform the steps recited in claim 61.  
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1 64. (Amended) A computer-implemented method for activating interactive  
2 supplemental content for a video content program upon tuning to a channel  
3 carrying the program, comprising the following steps:

4 determining if the program is interactive compatible by checking a channel  
5 separate from said program channel for presence of the supplemental content in  
6 conjunction with the program being received on said program channel, where an  
7 interactive compatible program is associated with target resources containing data  
8 which support interactive functionality in conjunction with the program, the target  
9 resources being located by corresponding target specifications; and

10 in an event that the program is interactive compatible, retrieving a target  
11 specification associated with the program and dynamically launching an Internet  
12 browser to activate the target resources in support of interactive functionality for  
13 the program.

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15 65. (Amended) A computer-implemented method for activating interactive  
16 supplemental content for a video content program upon tuning to a channel  
17 carrying the program, comprising the following steps:

18 determining if the program is interactive compatible, where an interactive  
19 compatible program is associated with target resources containing data which  
20 support interactive functionality in conjunction with the program, the target  
21 resources being located by corresponding target specifications;

22 displaying an icon to visually inform the viewer that the program is  
23 interactive compatible; and  
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1 in an event that the program is interactive compatible, retrieving a target  
2 specification associated with the program and launching an Internet browser to  
3 activate the target resource in support of interactive functionality for the program.  
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5 66. (Amended) A computer-implemented method for activating interactive  
6 supplemental content for a video content program upon tuning to a channel  
7 carrying the program, comprising the following steps:

8 determining if the program is interactive compatible, where an interactive  
9 compatible program is associated with target resources containing data which  
10 supports interactive functionality in conjunction with the program, the target  
11 resources being located by corresponding target specifications;

12 displaying the interactive supplement content in response to the viewer  
13 activating the icon; and

14 in an event that the program is interactive compatible, retrieving a target  
15 specification associated with the program and launching an Internet browser to  
16 activate the target resource in support of interactive functionality for the program.  
17

18 67. (Amended) A computer-implemented method for activating interactive  
19 supplemental content for a video content program upon tuning to a channel  
20 carrying the program, comprising the following steps:

21 determining if the program is interactive compatible, where an interactive  
22 compatible program is associated with target resources containing data which  
23 support interactive functionality in conjunction with the program, the target  
24 resources being located by corresponding target specifications;  
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1 in an event that the program is interactive compatible, retrieving a target  
2 specification associated with the program and launching an Internet browser to  
3 activate the target resource in support of interactive functionality for the program;  
4 and  
5 automatically displaying the interactive supplement content together with  
6 the interactive compatible program.

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8 68. A method for creating a data structure in a storage medium that is used  
9 to organize programming information, comprising the following steps:

10 forming data fields in a storage medium to hold programming information  
11 pertaining to video content programs, some of the data fields holding text-based  
12 data; and

13 adding a target specification which references a target resource containing  
14 data that supports interactive functionality with respect to various ones of the  
15 video content programs by at least one of (1) forming a separate data field to hold  
16 the target specification for an associated video content program, or (2) embedding  
17 the target specification within the text-based data held in a data field.

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19 69. A computer programmed to perform the steps recited in claim 68.

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21 70. A storage medium having a data structure created according to the steps  
22 recited in claim 68.

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24 71. A method for authoring an interactive entertainment program,  
25 comprising the following steps:

1 constructing digital data to support interactive functionality with a video  
2 content program, the digital data being configured to permit a viewer to  
3 interactively control display of supplemental content along with the video content  
4 program;

5 defining a display layout of how the supplemental content and the video  
6 content program are displayed in relation to one another;

7 developing timing information to synchronize presentation of the  
8 supplemental content in conjunction with the video content program; and

9 encoding the digital data with instructions to dynamically change the  
10 display layout of the supplemental content and the video content program and to  
11 alter the display layout of the supplemental content and the video content program  
12 in response to the timing information.

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14 72. A method for authoring an interactive entertainment program,  
15 comprising the following steps:

16 constructing digital data to support interactive functionality with a video  
17 content program, the digital data being configured to permit a viewer to  
18 interactively control display of supplemental content along with the video content  
19 program;

20 defining a display layout of how the supplemental content and the video  
21 content program are displayed in relation to one another;

22 encoding the digital data with instructions to dynamically change the  
23 display layout of the supplemental content and the video content program; and

24 storing the digital data with instructions as a target resource in a storage  
25 medium.